

# Jordi Vallverdà<sup>o</sup>

## List of Publications by Year in descending order

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Version: 2024-02-01

100  
papers

615  
citations

840776

11  
h-index

713466

21  
g-index

112  
all docs

112  
docs citations

112  
times ranked

475  
citing authors

#	ARTICLE	IF	CITATIONS
1	Biases in Assigning Emotions in Patients Due to Multicultural Issues. Intelligent Systems Reference Library, 2022, , 215-228.	1.2	2
2	Cross-Embodied Cognitive Morphologies. , 2022, 81, .		0
3	Biasing AI?. BioNanoScience, 2021, 11, 633-636.	3.5	1
4	Á%oticas falibles para mÃiquinas (in)falibles. Arbor, 2021, 197, a601.	0.3	1
5	QuÃ´ #Ã®Ã¥Ã§ã%\$@ Ã©s la creativitat?. Debats, 2021, 135, .	0.3	0
6	Approximate and Situated Causality in Deep Learning. Philosophies, 2020, 5, 2.	0.7	11
7	Fake Empathy and Human-Robot Interaction (HRI). , 2020, , 1556-1572.		0
8	A Computational, Cognitive, and Situated Framework for Emotional Social Simulations. , 2020, , 1930-1945.		0
9	Errors, Biases and Overconfidence in Artificial Emotional Modeling. , 2019, , .		8
10	Blended Cognition: The Robotic Challenge. Springer Series in Cognitive and Neural Systems, 2019, , 3-21.	0.1	2
11	Modeling Psycho-Emotional States via Neurosimulation of Monoamine Neurotransmitters. Springer Series in Cognitive and Neural Systems, 2019, , 127-156.	0.1	2
12	Emotional machines: The next revolution. Web Intelligence, 2019, 17, 1-7.	0.2	31
13	Chemical Excitable Medium in Barcelona Street Network as a Method for Panicked Crowds Behavior Analysis. Complex Systems, 2019, 28, 41-58.	0.3	1
14	The Situated Nature of Informational Ontologies. , 2019, , 353-365.		2
15	Slime mould: The fundamental mechanisms of biological cognition. BioSystems, 2018, 165, 57-70.	2.0	67
16	Simulation of serotonin mechanisms in NEUCOGAR cognitive architecture. Procedia Computer Science, 2018, 123, 473-478.	2.0	5
17	Fake Empathy and Human-Robot Interaction (HRI). International Journal of Technology and Human Interaction, 2018, 14, 44-59.	0.4	10
18	Bio-plausible simulation of three monoamine systems to replicate emotional phenomena in a machine. Biologically Inspired Cognitive Architectures, 2018, 26, 166-173.	0.9	2

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19	Bio-plausible simulation of three monoamine systems to replicate emotional phenomena in a machine. <i>Procedia Computer Science</i> , 2018, 145, 300-305.	2.0	0
20	Allocentric Emotional Affordances in HRI: The Multimodal Binding. <i>Multimodal Technologies and Interaction</i> , 2018, 2, 78.	2.5	4
21	Biased Learners for Rational Teachers: Do We Need a Tricky Bounded Teaching?. <i>International Journal of School and Cognitive Psychology</i> , 2018, 05, .	0.2	0
22	Post Truth, Newspeak and Epidemiological Causality. <i>Biomedical Journal of Scientific &amp; Technical Research</i> , 2018, 2, .	0.1	0
23	The Emotional Nature of Post-Cognitive Singularities. <i>The Frontiers Collection</i> , 2017, , 193-208.	0.2	4
24	Brains, language and the argumentative mind in Western and Eastern societies. The fertile differences between Western-Eastern argumentative traditions. <i>Progress in Biophysics and Molecular Biology</i> , 2017, 131, 424-431.	2.9	2
25	Lessons from culturally contrasted alternative methods of inquiry and styles of comprehension for the new foundations in the study of life. <i>Progress in Biophysics and Molecular Biology</i> , 2017, 131, 463-468.	2.9	2
26	Emotional affordances in human-machine interactive planning and negotiation. , 2017, , .		20
27	Swarm Intelligence via the Internet of Things and the Phenomenological Turn. <i>Philosophies</i> , 2017, 2, 19.	0.7	2
28	Information as a Morpho-Ontological Process. <i>Proceedings (mdpi)</i> , 2017, 1, 62.	0.2	0
29	(Un-)Biasing the Morphologies of Affect for HRI Purposes. <i>Proceedings (mdpi)</i> , 2017, 1, 177.	0.2	0
30	Why Robots Must Have Synthetic Emotions? The Role of Emotions in the Artificial Cognitive Systems. <i>Proceedings (mdpi)</i> , 2017, 1, 272.	0.2	2
31	A Computational, Cognitive, and Situated Framework for Emotional Social Simulations. <i>International Journal of Robotics Applications and Technologies</i> , 2017, 5, 18-31.	0.4	1
32	Modeling Inhibitory and Excitatory Synapse Learning in the Memristive Neuron Model. , 2017, , .		2
33	Affording Visual Causal Epistemologies in Epidemiology. <i>Biomedical Journal of Scientific &amp; Technical Research</i> , 2017, 1, .	0.1	0
34	Naturalizing Consciousness Emergence for AI Implementation Purposes. <i>Advances in Computational Intelligence and Robotics Book Series</i> , 2017, , 24-40.	0.4	1
35	Emotional simulations and depression diagnostics. <i>Biologically Inspired Cognitive Architectures</i> , 2016, 18, 41-50.	0.9	4
36	Simulation of a Fear-like State on a Model of Dopamine System of Rat Brain. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 121-126.	0.6	8

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37	Emotional affordances for human-robot interaction. <i>Adaptive Behavior</i> , 2016, 24, 320-334.	1.9	30
38	The Best Model of a Cat Is Several Cats. <i>Trends in Biotechnology</i> , 2016, 34, 207-213.	9.3	14
39	Can machines talk? Comparison of Eliza with modern dialogue systems. <i>Computers in Human Behavior</i> , 2016, 58, 278-295.	8.5	83
40	Some Questions to Begin with. <i>SpringerBriefs in Statistics</i> , 2016, , 1-18.	0.4	0
41	Ancient Statistics History in a Nutshell. <i>SpringerBriefs in Statistics</i> , 2016, , 19-36.	0.4	0
42	A Conceptual Reply to Reverend Bayes: The Frequentist Approach. <i>SpringerBriefs in Statistics</i> , 2016, , 49-60.	0.4	0
43	The Coevolution, Battles, and Fights of Both Paradigms. <i>SpringerBriefs in Statistics</i> , 2016, , 61-76.	0.4	0
44	The Birth of Multicausality as the Death of Causality and Their Statistical Corollaries. <i>SpringerBriefs in Statistics</i> , 2016, , 77-91.	0.4	0
45	Natural Versus Artificial Minds and the Supercomputing Era. <i>SpringerBriefs in Statistics</i> , 2016, , 93-99.	0.4	0
46	And the Winner Is. <i>SpringerBriefs in Statistics</i> , 2016, , 101-107.	0.4	0
47	Bayesians Versus Frequentists. <i>SpringerBriefs in Statistics</i> , 2016, , .	0.4	19
48	A cognitive architecture for the implementation of emotions in computing systems. <i>Biologically Inspired Cognitive Architectures</i> , 2016, 15, 34-40.	0.9	31
49	Ambient Stupidity. <i>Studies in Computational Intelligence</i> , 2016, , 173-186.	0.9	0
50	Debate e ideas sobre "neuro-" algo. , 2016, , .		0
51	Neuromodulating Cognitive Architecture: Towards Biomimetic Emotional AI. , 2015, , .		15
52	Towards Anthro-Inspired Computational Systems: The $\$P^3\$$ Model. <i>Smart Innovation, Systems and Technologies</i> , 2015, , 311-321.	0.6	5
53	Situated phenomenology and biological systems: Eastern and Western synthesis. <i>Progress in Biophysics and Molecular Biology</i> , 2015, 119, 530-537.	2.9	8
54	Ethical and Technical Aspects of Emotions to Create Empathy in Medical Machines. <i>Intelligent Systems, Control and Automation: Science and Engineering</i> , 2015, , 341-362.	0.5	8

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55	Emotions and Social Evolution. Advances in Computational Intelligence and Robotics Book Series, 2015, , 102-115.	0.4	2
56	What are Simulations? An Epistemological Approach. Procedia Technology, 2014, 13, 6-15.	1.1	27
57	E-Science and the data deluge. Philosophical Psychology, 2014, 27, 126-140.	0.9	19
58	Ekman's Paradox and a Naturalistic Strategy to Escape From It. International Journal of Synthetic Emotions, 2013, 4, 1-7.	0.3	11
59	From Computational Emotional Models to HRI. International Journal of Robotics Applications and Technologies, 2013, 1, 11-25.	0.4	7
60	Epistemology and Emotions. International Journal of Synthetic Emotions, 2013, 4, 92-94.	0.3	2
61	Embodying Cognition. , 2012, , 1798-1818.		1
62	Bayesian Versus Frequentist Statistical Reasoning. , 2011, , 133-135.		2
63	Probability, History of. , 2011, , 1126-1128.		1
64	Patenting Logic, Mathematics or Logarithms? The Case of Computer-Assisted Proofs. Recent Patents on Computer Science, 2011, 4, 66-70.	0.5	0
65	Patenting Logic, Mathematics or Logarithms? The Case of Computer-Assisted Proofs. Recent Patents on Computer Science, 2011, 4, 66-70.	0.5	1
66	Chatterbox Challenge as a Test-Bed for Synthetic Emotions. International Journal of Synthetic Emotions, 2010, 1, 12-37.	0.3	11
67	Seeing for Knowing. , 2010, , 280-293.		6
68	Embodying Cognition. , 2010, , 344-366.		10
69	Error y conocimiento : un modelo filosófico para la didáctica de la ciencia. Enseñanza De Las Ciencias, 2010, 28, 47-60.	0.3	3
70	Computational Epistemology and e-Science: A New Way of Thinking. Minds and Machines, 2009, 19, 557-567.	4.8	21
71	Modelling Hardwired Synthetic Emotions. , 2009, , 460-471.		6
72	APUNTES EPISTEMOLÓGICOS A LA E-CIENCIA. Revista De Filosofía (Chile), 2008, 64, .	0.1	2

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73	Choosing between different AI approaches? The scientific benefits of the confrontation, and the new collaborative era between humans and machines. TripleC, 2008, 4, 209-216.	0.9	4
74	Choosing between different AI approaches? The scientific benefits of the confrontation, and the new collaborative era between humans and machines. TripleC, 2008, 4, 209-216.	0.9	0
75	Hypertextual Thoughts. Revista Portuguesa De Filosofia, 2007, 63, 703-720.	0.1	2
76	Alife in the Classrooms: an Integrative Learning Approach. Studies in Computational Intelligence, 2007, , 51-76.	0.9	0
77	Synthetic Life: Ethobricks for a New Biology. , 0, , 273-285.		0
78	An Epistemological Analysis of QSPR/QSAR Models. , 0, , 318-332.		2
79	The Eastern Construction of the Artificial Mind. Enrahonar, 0, 47, 171.	0.0	10
80	MORI, MASAHIRO (2005) The Buddha in the Robot. A Robot Engineer's Thoughts on Science and Religion. Enrahonar, 0, 47, 261.	0.0	0
81	Chatterbox Challenge as a Test-Bed for Synthetic Emotions. , 0, , 118-144.		2
82	An Epistemological Analysis of QSPR/QSAR Models. , 0, , 1326-1341.		0
83	Modelling Hardwired Synthetic Emotions. , 0, , 807-818.		0
84	Para-functional engineering: cognitive challenges. International Journal of Parallel, Emergent and Distributed Systems, 0, , 1-11.	1.0	1
85	What the # is Creativity?. Debats, 0, , 135-147.	0.3	2
86	The Evolutionary Role of Emotions. , 0, , 1-353.		0
87	From Kismet to Geminoids. , 0, , 2711-3122.		0
88	HRI and RRI. , 0, , 3122-3431.		0
89	Cultural Attitudes Towards Robots. , 0, , 3431-3844.		0
90	Emotional Affordances. , 0, , 3844-4124.		0

#	ARTICLE	IF	CITATIONS
91	Emotioneering for Games, Avatars and Pornography. , 0, , 4124-4352.		0
92	The Hidden Hunter Paradox. , 0, , 4352-4617.		0
93	The Basic Elements of Emotions. , 0, , 353-727.		0
94	The Syntax of Emotions. , 0, , 727-1019.		0
95	AI and Emotions. , 0, , 1019-1401.		0
96	A Review of Main Architectures. , 0, , 1401-1668.		0
97	Classic If/Then Emotions vs Bio-Inspired Models. , 0, , 1668-1927.		0
98	The History of Affective Computing. , 0, , 1927-2190.		0
99	User's Interactions. , 0, , 2190-2452.		0
100	Contemporary Challenges. , 0, , 2452-2711.		0